CLAIMS

The invention claimed is:

1. An Internet system, comprising:

a) a main server for storing information to be requested over the Internet by a client so as to form a request for information and having an IP address; and

b) at least one participant server having an IP address and electrically communicating with said main server; said at least one participant server not receiving the request for information from the client, but rather said main server receiving the request for information over the Internet from the client and requesting over the Internet that said at least one participant server send the requested information over the Internet back to the client, and if said at least one participant server does not have the requested information, the requested information is downloaded from said main server to said at least one participant server, and when said at least one participant server sends the requested information over the Internet back to the client, said at least one participant server assigns to the requested information said IP address of said main server and not said IP address of said at least one participant server.

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2. The system as defined in claim 1, wherein said main server is a TCP/IP server and assign jobs to said at least one participant server dynamically without relocating the client using neither HTTP nor HTML commands so as to take relocating process away from top networking OSI layers to 3rd level of Internet working OSI that is IP so as to enable starting downloading of the requested information from one of said at least one participant servers and finishing the downloading from another of said at least one participant server without ever noticing server alteration by virtue of said at least one participant server assigning to the requested information said IP address of said main server and not said IP address of said at least one participant server.

3. The system as defined in claim 2, wherein said top networking OSI is at least one of TCP, HTTP, and application level.

4. A method for using an Internet system, comprising the steps of:

a) making a request for information, over the Internet, by a client, to a main server of the Internet system and not to said at least one participant server;

b) examining an IP address of the client, by said main server;

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c) seeking at least one participant server of the Internet system, by said main server, so as to form an at least one nearest participant server;

d) requesting over the Internet, by said main server acting like an orchestra leader, that said at least one nearest participant server send the requested information to the client, packet-by-packet, over the Internet;

e) determining if said at least one nearest participant server has the requested information;

f) labeling, by said at least one nearest participant server, each packet with an IP address of said main server, which enables the client which has a port open only for main server addresses to accept said packets, if answer to step e) is yes;

g) sending the requested information with said IP address of said main server, by said at least one nearest participant server, to the client, over the Internet;

h) downloading the requested information from said main server to said at least one nearest participant server, which will distribute the load of said main server to said at least one participant server when lacking multicasting so as to save costs, by virtue of said at least one participant server being relatively easy and inexpensive to add as compared to clustering more

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servers to said main server, if answer to STEP 5 is no; and

i) returning to step f).

5. The method as defined in claim 4, wherein said step of making a request for information, over the Internet, by the client, from the main server includes making the request for at least one of a streaming video and an audio, over the Internet, by the client, from the main server.

6. The method as defined in claim 4, wherein said step of seeking the nearest at least one participant server, by said main server, so as to form an at least one nearest participant server includes seeking the nearest at least one nearest participant server, by said main server, so as to form said at least one nearest participant server that has the most bandwidth and CPU and other serving requirements needed to furnish the requested information to the client.

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